ENIX

NES-D2-USA ★

DRAGON WARRIOR II™*

INSTRUCTION BOOKLET

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Enix America Corporation wants to congratulate you on your purchase of Dragon Warrior II. Before playing this game, please take a few minutes to familiarize yourself with this manual. The directions and cautions will tell how to properly use and enjoy Dragon Warrior II. Please keep this manual in a safe place for future reference.

PRECAUTIONS

1) This is a high precision game. Keep it away from extreme temperatures and mechanical shock at all times. Never disassemble this game for any reason.
2) Do not touch the terminals with your hand's. Do not get them wet or dirty. Doing so could damage the game.
3) Do not clean with benzine, paint thinner, alcohol, or other such solvents.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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CONTENTS

WELCOME TO THE WORLD OF DRAGON WARRIOR II!! 4
THE STORY OF DRAGON WARRIOR 5
STARTING THE GAME 7
SAVING THE GAME 9
HOW TO OPERATE THE CONTROLLER 10
USING COMMANDS IN THE WALKABOUT MODE 11
USING COMMANDS IN THE FIGHTING MODE 16
CHARACTERS 19
GEOGRAPHICAL FEATURES 23
SHOPS 27
WEAPONS AND ARMORS 29
TOOLS AND ITEMS 33
SPELLS 35
STARTING THE ADVENTURE 42
HINTS FOR THE JOURNEY 43

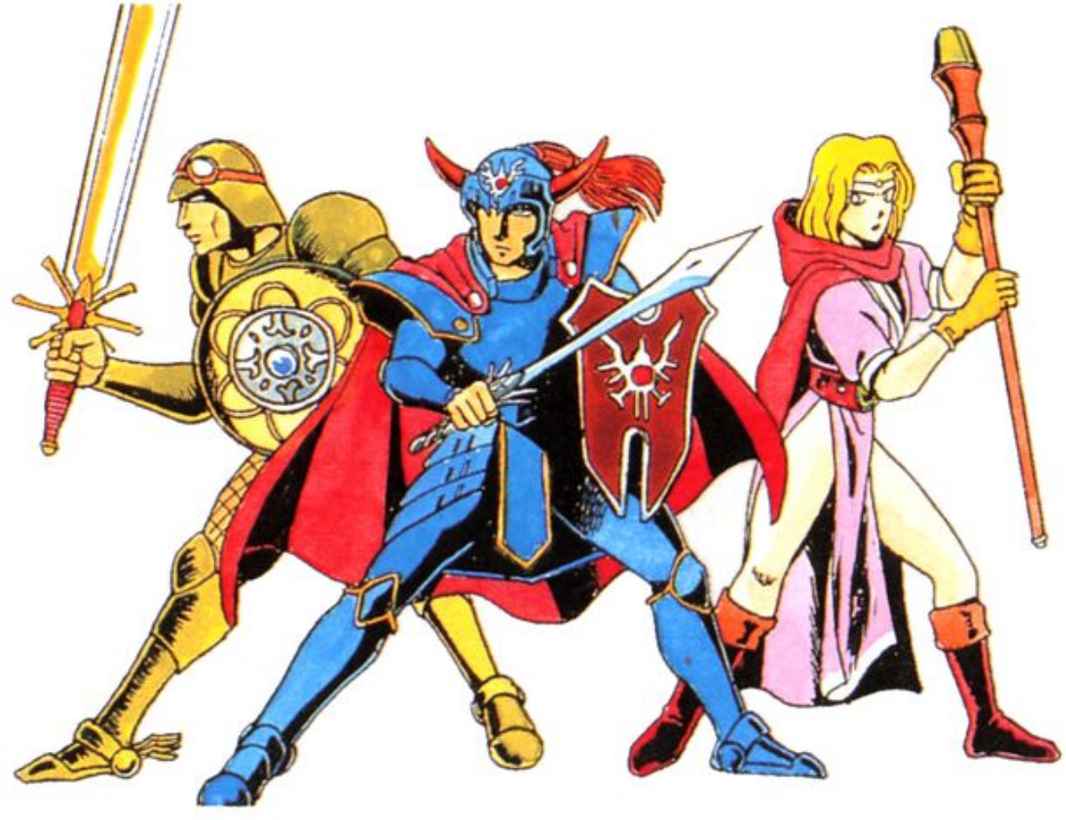
WELCOME TO THE WORLD OF DRAGON WARRIOR II!!

THE STORY OF DRAGON WARRIOR

Though the time of his deeds has long faded, still the name of Erdrick commands respect among even the greatest of warriors. Stories of his lineage are legendary throughout the land and have been retold through the ages in the most remote villages and townships. Long ago a young man, who was a descendant of Erdrick, saved the Kingdom of Alefgard by defeating the dreaded Dragonlord. The young man came to this land accompanied by Princess Gwaelin. Together they built TORLAND.

This legend has been handed down generation to generation from the ancient time. Princess Gwaelin brought forth three children. To the eldest prince was given the land of Midenhall. To the youngest prince the land of Cannock became his birthright. The youngest princess was given the land of Moonbrooke. The descendants of Erdrick were fair and just rulers, as were their children, and the people of these kingdoms lived in peace for 100 years. One day, however, this peace suddenly came to an end. Hargon the Sorcerer attacked Moonbrooke Castle and attempted to rule the world by calling the ill-omened gods from the dark. Although terrible losses were suffered, one soldier escaped the sacking of

Moonbrooke Castle. Though seriously wounded, he made his way to Midenhall Castle to warn the King. The King was old and could not go forth to do battle against Hargon, so he turned to his heir to accept this task. Yes, you are the heir to the King and a true descendant of Erdrick the Great. Before you lies a world of mystery and imagination. You will encounter enemies and riddles which will test your strength and knowledge. Your journey has just begun...



STARTING THE GAME

Load the Game Pak into the Nintendo control deck and turn on the power supply. The Title Screen (see picture A) will appear. This picture will change automatically. (see picture B). Press the Start Button and you will see the option screen.
(When you play the game for the first time, only the command "BEGIN A NEW QUEST" will appear.)
Once you have started an adventure log, when you press the start button, the option screen will display the following commands. Each of these commands is explained below.

Picture A

Picture B

CONTINUE A QUEST

To continue a previous quest.

CHANGE MESSAGE SPEED

This command controls the speed of the appearance of text on the screen. You may select from SLOW, MEDIUM, or FAST.

Picture C

BEGIN A NEW QUEST

This command allows you to start a new adventure log. Up to three adventure logs at a time may be stored on the game pak.

COPY A QUEST

This command will copy a character's quest to a blank adventure log.

ERASE A QUEST

This command will allow you to erase an adventure log.
(Caution: once you have erased an adventure log, you cannot retrieve it again.)

Let's register your character's name!

When you select the "BEGIN A QUEST" command, and press the "A" button, you will see the available adventure logs.

Picture D

Select one with the + button and press the "A" button. The screen for registering your character's name will now appear. Select the letters with the + button and enter them with the "A" button. If you make a mistake, you can use the "BACK" key to write over a letter. When you are finished, select the "END" key and press the "A" button and the PROLOGUE will begin.

The PROLOGUE will give you some background on the world which you are about to enter. Listen carefully, for you may receive valuable information which will help you during your quest. (Press the "A" button when you see the flashing ▼ to advance the text.) When the King of Midenhall asks you to come with him, do not hesitate, for this is the beginning of your quest. Though the challenges you will face are many and difficult, you are a brave warrior and your heritage will not forsake you. From this point forward, the fate of this world is in your hands.

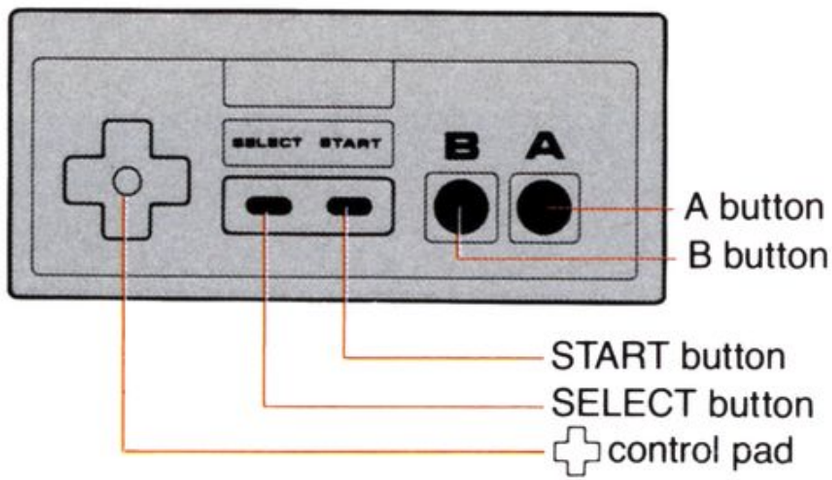
SAVING THE GAME

You can save your game by visiting a King to have your deeds recorded on the Imperial Scrolls of Honor. Even though you may be continuing your quest, we advise that you periodically visit the King. For example, you may wish to save the game when you are promoted to a higher level. When you wish to rest from the game, remember to hold the reset button in while turning off the power. This will keep your saved information from being damaged.

HOW TO OPERATE THE CONTROLLER

✣ Control pad

This moves your character up, down, left and right.
When entering commands, this pad moves the flashing ► in the command window in the same direction.



(A) button

When you press this button, the command window appears on the screen and you can enter commands. Use the ✣ control pad to bring the ► to the command that you wish, then press the A button.
If you press this button when the ▼ is flashing in the text window, the next text window will be displayed.

(B) button

Press this button to cancel a command.

USING COMMANDS IN THE WALKABOUT MODE

By pressing the "A" button while you are in the walkabout mode, you can see the command window. Select commands by using the ✣ control pad and enter these commands by pressing the "A" button. (Cancel by pressing the "B" button.)

The status window will appear when you stop. It displays information about your character(s). LV shows the characters' levels, HP displays hit points, and MP stands for Magic Power. For details see page 19.

When LV changes to PO this means that a character has been infected with poison. For each step that a character takes while poisoned, he/she will lose hit points.
When buying or selling at a shop, the amount of gold you have acquired will be displayed.

USING THE COMMAND WINDOW

Once you have selected the command window with the "A" button, (see picture 1.)You can choose from the following selections.
(To cancel, press the "B" button.)

Picture 1

TALK

Use this command to talk with the people you will meet. (You should speak with everyone to gather information you will need.)
In order to talk with someone, you must be standing next to them. Turn to the person and press the "A" button. (see picture 2.)

Picture 2

At a store or an inn, you can speak across the counter. (see picture 3.)
By speaking through the bars you can talk with a person in jail. (see picture 4.)

Picture 3

Picture 4

STATUS

By selecting this window, you can see a current display of your character's status. Choose which character you wish to see and press the "A" button. Strength, agility, hit points, maximum hit points, magic power, maximum magic power, attack power, defence power, and experience points will appear in the first window. By pressing the "A" button again, you will see gold and crests in the top window. Items will appear in the lower window. For details see page 22.

SEARCH

By using this command, you can search the ground where you are standing. If you find a treasure chest, place your character over the treasure and use the search command. If your character is already carrying eight items, the treasure will be given to the next character. If all of the characters are carrying eight items, you may choose to have one of them throw away an item in order take the treasure.

SPELL

Use this command to chant magic spells. Although your character will not be able to use magic, the other two allies who you will meet will learn many spells.

ITEM

This command allows you to see the items that each character is carrying. You can choose to USE, TRADE, or THROW away an item. (You must be accompanied by an ally in order to trade an item.) To open a door you must turn toward it and use a key. (Not all doors open with the same key.)

In order to see the list of a character's items, select the character from the item window with the + control pad and push the "A" button. Items which have already been equipped will have an "E" next to them. Push the "B" button to return to the walkabout mode.

EQUIP

During your journey you will acquire various kinds of weapons and armor. You must use the EQUIP command in order to make these items useful to you. When you select the character whose item(s) you wish to equip you will see the flashing ▶. Use the ✣ control pad to choose the item to be equipped and press the "A" button. If the item has been equipped, an "E" will appear by it and you may notice a change in your attack power or defence power. Equip your characters so that their power is as strong as possible to defeat enemies.

Because your characters have different strengths, they may not all be equipped with the same items.

NOTICE:

If you are familiar with Dragon Warrior I, you will notice the following differences in commands for Dragon Warrior II.

STAIRS: There is no longer the need to select the STAIRS command. You can walk up and down the stairs by moving your character through the stairway.

DOOR: To pass through a door, use the proper key from the item window.

TAKE: To take a treasure, stand over it and select SEARCH.

Although you will enter caves, you will no longer need a torch to be able to see your surrondings.

USING COMMANDS IN THE FIGHTING MODE

You will have allies to fight with you, but you will also face groups of enemies which you must defeat. The number of enemies appears below their pictures. Choose your fighting strategy carefully to best use the strengths of your allies.

To reach higher levels you must fight many different enemies. When you come across an enemy, you will automatically enter the fighting mode.

In the fighting mode, the number and kinds of enemies are shown and then the fighting command window appears. Select what you want to do by moving the flashing ▶ and press the "A" button. If you are fighting with allies, also select their choices for each round of battle.

Take your time making your decisions. Using your wits and the teamwork of your allies will lead you to victories with less damage to your hit points.

FIGHT

This command will allow you to attack your enemies with the equipped weapons which you possess. Near the beginning of your journey you must fight alone and with limited strength. Although you will not be able to defeat the enemies with one attack, do not give up. Though you may be damaged, keep attacking unless your hit points drop to a dangerous level.
(The screen will turn yellow when you are seriously injured.)

RUN

When you select this command, you and your allies will try to run away from the enemies. You can use this command before, and during a fight. Watch your hit points carefully to determine when to fight and when to run away. Some enemies are very powerful and may surround you so that you will not be able to escape them.

PARRY

If you, or one of your allies, continues to attack when your hit points are too low, the enemies may easily defeat this character. You may wish to select the PARRY command for a weak ally. This will reduce the amount of damage inflicted by the enemies.

SPELL

Although you are a fighter, and cannot use items while in a battle, your allies may do so. By selecting SPELL you will see the list of available choices. Choose which item you wish to use with the flashing ► and press the "A" button. If the spell is for an attack, choose the enemy which you wish to use this on. If it is for defence, select the ally that will benefit from this spell. (Some spells do not need to be designated.)

Now that you have selected the fight commands, it's time to begin the battle. Fighters attack according to their agility, whether they are an ally or an enemy.
The fight ends when one side is completely defeated. If a round of battle ends and neither side is defeated, the fight command window will appear again so that you may select your choices for the next round of battle.

ITEM

One example of this command is to use the medical herb for restoring hit points during a fight. Like the SPELL command, you must select who these items will be used on. Choose your strategy wisely to fight enemies and to help your allies. During a fight, items may not be traded or thrown away.

Push the "B" button if you have entered a command which you wish to change. Pushing the "B" button again will bring up the previous character's screen allowing you to make changes before the next round of the fight takes place.

CHARACTERS

Three characters are in this adventure. Study each one closely to make the best decisions for the group.
In the walkabout mode, whenever your character stops, a status window will appear with the characters' names, LV, HP, and MP listed.

LV (LEVEL)

This command shows the level of each character. By fighting with enemies and accumulating experience points, characters can reach higher levels.
Your allies will learn more difficult spells as they reach higher levels.
Maximum hit points and magic points will also be raised at each level allowing you to defeat stronger enemies!

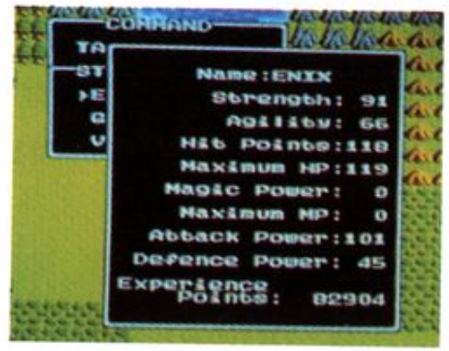
HP (HIT POINTS)

The hit points of a character decrease as when attacked by enemies. A character dies when his/her HP fall to zero.

MP (MAGIC POWER)

MP is the power to chant spells. The amount of MP that a spell will cost depends upon the strength of the spell.

By selecting STATUS from the command window, and choosing a character, you can see the strengths and possessions of each character in your group.
Gold and crests are seen by pressing the "A" button again.
You will also see weapons listed on the lower screen. An "E" to the left of the weapon tells you that it has been equipped. By pressing the "A" button again you can see the spells which your allies possess.



STRENGTH

When you reach a higher level, your strength will also increase.

AGILITY

This is the quickness of your character. It affects the order of attack against enemies. Like STRENGTH, it will also rise with your level.

HIT POINTS

Your hit points also appear on this screen.

MAXIMUM HIT POINTS

The highest number of hit points which this character may have at his/her current level. By staying at an inn all characters will regain their maximum hit points.

MAGIC POWER

Magic power also appears on this screen.

MAXIMUM MAGIC POWER

Like MAXIMUM HIT POINTS, this number will increase with each level, and maximum magic power will be regained by staying at an inn.

ATTACK POWER

As this figure increases, you will be able to inflict more damage upon your enemies with each attack.

DEFENCE POWER

The larger this figure, the less damage you receive from the attack of enemies.

EXPERIENCE POINTS

You will gain experience points according to the strength of the enemies which you defeat. When you have enough experience points, your level will increase. This is how your character becomes stronger.

GOLD

The sum of all the money that you and allies have. Do not spend your gold foolishly. Buy more items, powerful weapons, and armor with your earnings.

CRESTS

Each time you discover a crest, its symbol will be displayed.
Listen carefully to the people who you meet. They will tell you where you can look to find the crests.

TRAVEL THE WORLD THAT IS MORE THAN FOUR TIMES LARGER THAN THE LAND OF ALEFGARD IN DRAGON WARRIOR I.

GEOGRAPHICAL FEATURES

Castles

There are six castles in this world which you must visit.

Towns

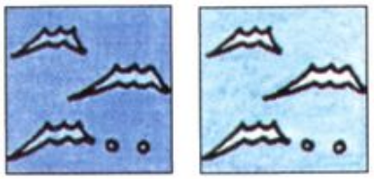
Seek out the various types of stores in the towns.

Plains, Deserts, and Mountains

You can walk about normally in these places.

Forests, Trees, and Bushes

You can also walk about normally here.

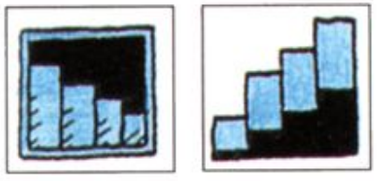


Sea, Shallows

You can enter the sea by ship, but not the shallows.

Doors

There are different types of doors. You must have the proper key to open a door.



Stairs

If you step on the stairs you will automatically move to the next level.

Caves

When you step upon the symbol of the cave, you will automatically be transported inside.

Monoliths

You may enter these the same way that you enter a cave.

Poisonous Swamps

For each step that you take in a poisonous swamp you will lose hit points.

Bridges

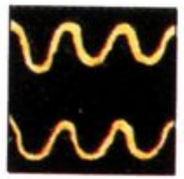
By crossing bridges you can find areas where more powerful enemies live.

Towers

Powerful enemies live here. There may also be great treasures to be found.

Craggy Mountains

These are steep, impassable mountains.



Barriers

There are two kinds of barriers which inflict different amounts of damage to your characters.

Counters

You can speak with the shopkeepers across the counters.

Dock

You can leave here by ship.

Travel Doors

If you set foot upon the travel door, you will be transported to a distant place.

Roofs

Look for the entrance when you see a roof.

Jail Doors

Prisoners are kept behind the jail doors.

Treasure Chests

You can open these by using the SEARCH command.

SHOPS

WHEN YOU ENTER A TOWN, LOOK FOR THE SHOPS WHERE YOU CAN BUY NEEDED ITEMS. YOU CAN ALSO SELL YOUR BELONGINGS.

WEAPON STORES

They sell different kinds of weapons and armor. Talk to the owner across the counter. He will show you what is for sale. Select what you want to buy. If you do not see anything that interests you, press the "B" button to cancel.

INNS

By staying overnight at an inn you and your allies can regain your maximum hit points and magic power. The cost of staying at the inn varies from town to town. The cost quoted by the innkeeper is for your entire group.

ITEM STORES

These shops sell medical herbs and other items. You may also sell unneeded belongings here. When two or more characters enter the shop, you will be asked to designate who is buying or selling the items. The total of your gold will be displayed so that will know what you can afford.

HOUSES OF HEALING

The houses of healing will perform services for characters in your group who have been poisoned, cursed, or killed during a battle. By paying the proper fee and selecting from the choices of DETOXICATE, UNCURSE, or REVIVAL, you can restore your characters' health.

LOTTERY

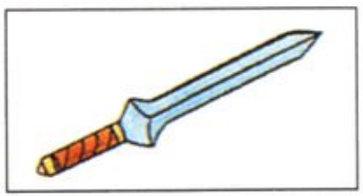
You can win various prizes here by playing the lottery. Although you will need to have a lottery ticket to play, it should not be too difficult for you to obtain this.

WEAPONS AND ARMORS

CHOOSE YOUR CHARACTERS' WEAPONS ACCORDING TO THEIR SKILLS

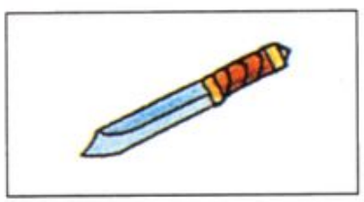
Weapons and armor are of no value unless you put them on and use them. With the EQUIP command you can accomplish this. Once a weapon or a piece of armor is equipped, you will see an "E" next to its listing.
When you have allies, you will find that they may not be able to be equipped with certain items. For example, your second ally is strong in the ways of magic, but there is armor which is too heavy for him, and weapons which he cannot wield.

WEAPONS



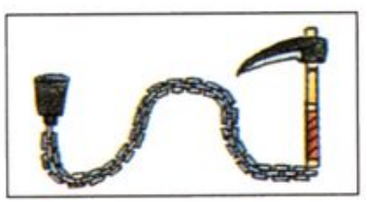
COPPER SWORD

This is a long sword made of copper. It is a good fighting weapon.



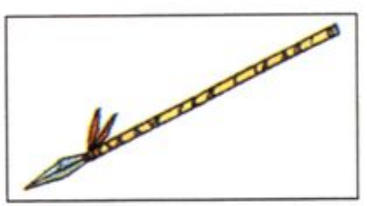
MAGIC KNIFE

This knife has been bestowed with a magical force.
Characters who cannot wield the heavier weapons may find this very useful.



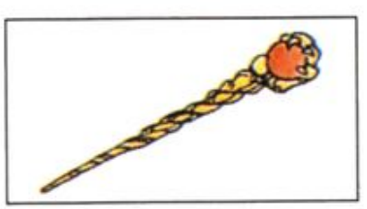
CHAIN SICKLE

This is a sickle joined to an iron handle by a chain. It can be a powerful weapon.



IRON SPEAR

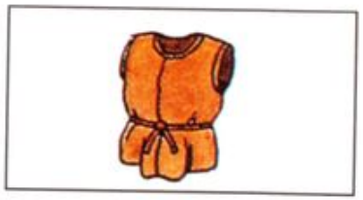
The iron spear is a more powerful weapon and it allows you to fight with some distance between you and your enemies.



WIZARD'S WAND

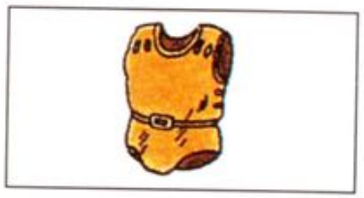
When held overhead, tounges of flame shoot forth from this wand. Although you can use this as a weapon, it can also inflict damage through the item command window.

ARMORS



CLOTHES

A garment made of thick hemp cloth. Though it does not provide much protection, still it is better than nothing.



LEATHER ARMOR

Pieces of leather sewn together to make a light armor. It easily allows movement while providing more protection than clothes.

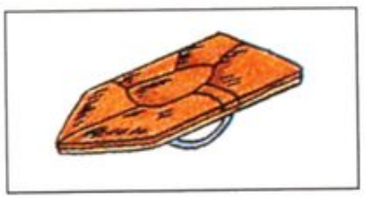
CHAIN MAIL

Armor sewn together by a light metallic thread. It is still easy to move about in, and it provides much more protection from enemies.

FULL PLATE ARMOR

Extremely strong and durable armor made of steel. One who wears this must also be strong to carry its weight.

SHIELDS



LEATHER SHIELD

This is a wooden shield which has been covered with pieces of leather. This is the least powerful shield.

IRON HELMET

A helmet made of iron to protect you from attacks to the head.

* Remember to equip yourself with weapons and armor to increase your ability as a fighter. Check your attack power and defence power to see how your character's status is affected.

TOOLS AND ITEMS

MEDICAL HERBS

A traditional form of medicine handed down from the ancient times. Using an herb will help to restore hit points. Herbs can be purchased at item stores.

ANTIDOTE HERBS

If you have been infected with poison, you will lose hit points with each step that you take. The antidote herb will draw the poison from your wounds.

WING OF THE WYVERN

Legend has it that when a Wyvern is struck by lightning and dies, its wings fall to the ground. These wings retain their magical properties and, when thrown into the air, will allow you to return to the castle where you last spoke with a king.

FAIRY WATER

Sprinkling some of this on your body will help to ward off your enemies for a time. Fairy water is not effective on powerful enemies or in towers and caves.

KEYS

There are four types of keys that you will need during your quest. These are the gold key, silver key, jailor's key, and watergate key. You must use the correct key for the door which you are trying to open. (Once you obtain a key, you will not lose it when it is used.)

SPELLS

STUDY THESE SPELLS CAREFULLY, FOR THEY WILL GIVE YOU GREAT POWER TO DEFEAT YOUR ENEMIES.

Although you cannot use spells, your allies are well studied in the ways of magic. As their levels rise they learn new and more effective spells to use against your enemies. Each spell has its own cost in magic power. When this cost is greater than the remaining MP, the spell may not be chanted. MP can be restored by staying at an inn.

DEFINITIONS OF SPELLS

Who the spell will work on is listed in parentheses.

HEAL (one ally)
When you or your allies are wounded during a fight, this spell may be chanted to restore some of your hit points.

SURROUND (one group of enemies)
This spell creates a thin, mystical fog around an enemy. It is said that the illusion of phantoms can be seen in this fog. The enemies may attack these phantoms instead of you and your allies.

FIREBAL (one enemy)
A small fireball shoots forth from the fingertips of the one who chants this spell, causing damage to your enemies. Many enemies can also use this spell against you.

DEFENCE (all enemies)
This spell has the effect of decreasing the defence power of all of the enemies in the group which you are attacking. With this spell your attacks can inflict twice as much damage.

INCREASE (all allies)
This spell will increase your group's defence power. This will decrease the amount of damage you receive from the attacking enemies.

STOPSPELL (one group of enemies)
When this is chanted it can block the spells of enemies.
Some of your enemies can also use this spell.
When you select this spell you must choose which group of enemies it should be used against.

SLEEP (one group of enemies)
It is said that in the old days, wizards coming down from the mountains used this spell to cure injuries or diseases of the townspeople. This spell can temporarily paralize enemies, sending them into a deep state of sleep.

ANTIDOTE (one ally)
Some enemies have poisonous fangs or breath. Once you have been poisoned, your HP will decrease with each step. This spell will draw the poison from your wounds.

HEALMORE (one ally)
More powerful than heal, this spell will restore a greater amount of HP. It can be used in either the walkabout or fighting mode.

INFERNOS (one group of enemies)
This spell creates a mystical force around the one who chants it. This force makes a fierce attack upon the enemies.

OUTSIDE (all allies)
In caves and towers you will encounter powerful enemies. If you become lost here, or if you become too weak to make it to the outside, this spell may be chanted to transport you and your allies to the ground. This spell cannot be used during the fighting mode.

REPEL (all enemies)
This spell will ward off enemies for a time. Like the fairy water, it wil not work in caves or towers, or on powerful enemies. This spell cannot be used during the fighting mode.

RETURN (all allies)
By chanting this spell you and your allies will instantly be transported back to the place where you last saved your game. This spell can get you out of a tight spot. This spell cannot be used during the fighting mode.

STEPGUARD (all allies)
You will find barriers which cause damage to your HP when you walk across them. By chanting this spell, these barriers will not have an effect on you. This spell cannot be used during the fighting mode.

FIREBANE (all enemies)
This is the strongest of the fire spells. It is said that the one who chants this spell calls the thunder clouds over himself/herself. Bolts of lightning strike forth from this characters fingertips. Quite often the enemies are defeated one after another.

HEALALL (one ally)
This is the strongest form of heal. This spell will restore all of the HP to a character.

DEFEAT (one group of enemies)
In some ancient books, this spell is described as "the Spell of Death". When this spell is chanted, the enemies' blood solidifies.

REVIVE (one ally)
During a long journey, one of your allies may be defeated. By kneeling over the body and using this spell, a ray of light will be cast over this character and his/her spirit will return.

EXPLODET (all enemies)
When this spell is used, the energy in the air around your enemies explodes. This is a devastatingly powerful spell.

OPEN
Once you have this spell, you will not need a key to pass through doors.

SACRIFICE (all enemies)
According to myth, this spell was used to give humans a "good heart". The character who chants this spell will defeat all enemies, but will pay so with his/her life. This spell is also known as the self-sacrifice spell.

CHANCE (uncertain)
This spell is not listed in any of the ancient books. Even its existence is questionable. Some say that this is a devastating spell, while others say that even the person who uses it does not know what will happen. No one has actually seen this spell being used.

STARTING THE ADVENTURE

Once you have seen the Prologue, the King will ask you to follow him. This is the start of the game. From this point forward, you will make the decisions that affect the outcome of your quest. No two quests are the same. Visit the item store to buy medical herbs. It is near the gate of the castle.

To make a purchase, speak to the owner of the store across the counter. Select "Talk" with the ✣ control pad and press the "A" button. Also, talk with all of the people in Midenhall. They will tell you information that you will need to know.

HINTS FOR THE JOURNEY

* Once you leave the castle you will begin fighting enemies. Keep attacking until you have defeated them.

* When you are in the fighting mode, pay close attention to your HP level. If it becomes too low, use a medical herb to restore some of your points, or go back to the inn to restore all of your HP. The inn keeper will require that you pay for your stay.

* As you defeat more of the enemies, your experience level will increase. By talking to the King in the castle, you can find out how many experience points you will need to reach the next level. You should not journey too far from Midenhall until you have reached level 3.

* Once your level has increased you will want to find the Prince of Cannock. He will be a valuable ally, since he knows magical spells.

* Cannock is located to the west of Midenhall. The princess of the castle Moonbrooke is also awaiting your arrival.

* This is just the beginning.

UNDERSTANDING THE CHARACTERS

You are the Prince of Midenhall, and you are destined to be a strong fighter. You can wield all weapons and wear any armor, but you cannot use magic spells. As you reach higher experience levels, your attack power will be greatly increased.

The Princess of Moonbrooke is your counterpart. Although she is not strong enough to wear armor or lift heavy weapons, her magical powers are unmatched. Her attack power never becomes strong, but the spells which she commands can defeat the most fierce enemies.

The Prince of Cannock has some characteristics of both yourself, and the Princess of Moonbrooke. He can wear some weapons and armor, and he will learn magical spells.

The strengths of the great Erdrick have been passed through the generations to reach you and your allies in this manner. You three are true descendants of his noble line.

STUDY YOUR ENEMIES!

In this adventure, enemies will attack you in groups. You must decide which enemies to attack first, and who should fight, chant a spell, parry, etc. Learn your enemies strengths and weaknesses by studying them during each fight.

WATCH THE NUMBER OF YOUR ENEMIES

Unlike Dragon Warrior, your enemies now appear in groups. Sometimes they may be too much for you to defeat. They will sense a character who is weak and attack relentlessly.

For example, if one slime causes 3 points of damage in one attack, you can easily defeat it without suffering any lost hit points. If three slimes attack, you can receive a damage of 9 HP. Four slimes can cause 12 HP of damage. By watching the number of enemies that come to attack, and your HP level, sometimes it is best to run from a fight.

DURING THE FIGHTING MODE, USE TEAMWORK AS A STRATEGY

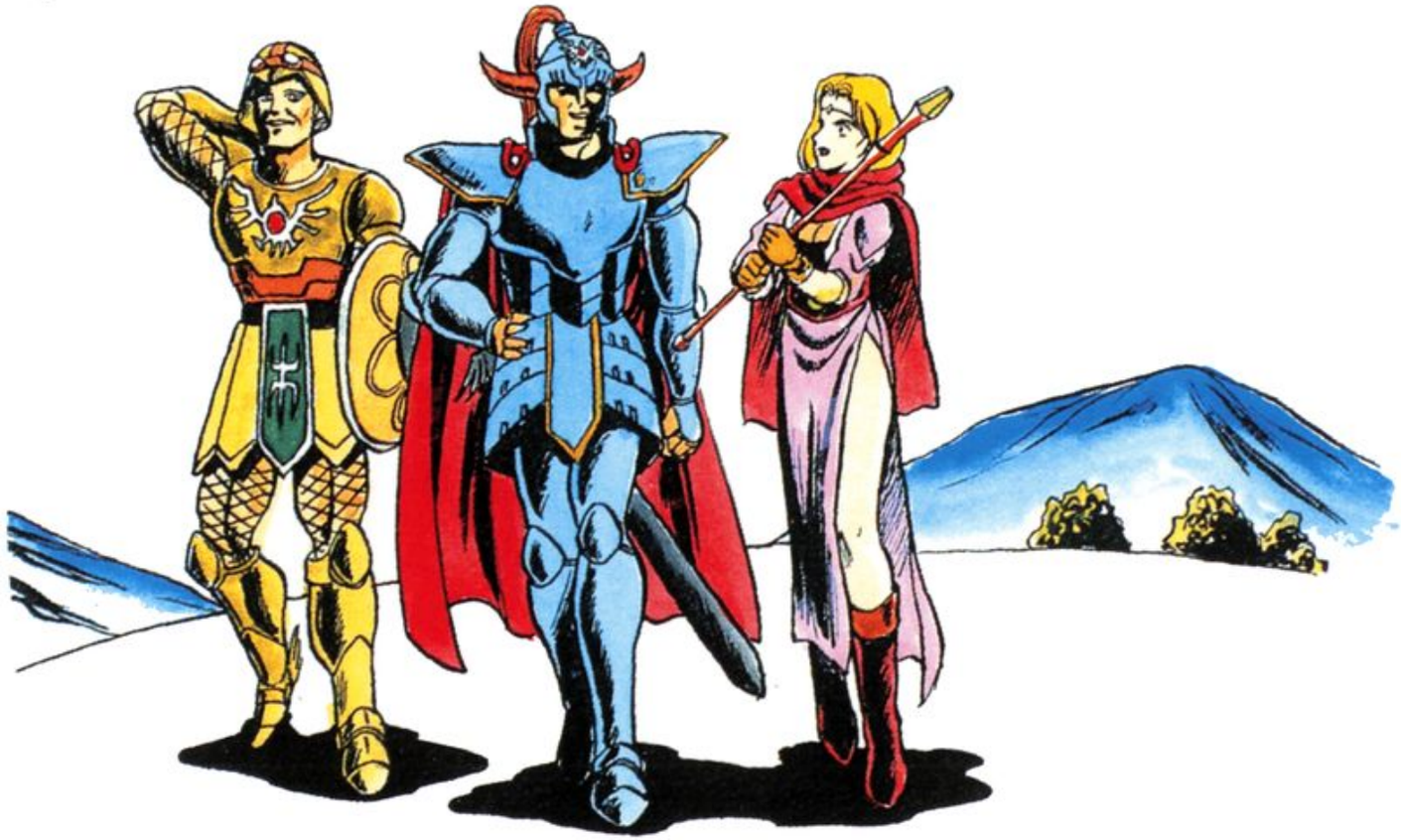
It is not until you have found your allies that the true sense of fighting begins. For example, while the Prince of Cannock chants STOPSPELL, the Princess of Moonbrooke cures wounds with HEALMORE, and you attack the strongest of the enemies. With each round of a fight you will choose a different set of commands which will combine to defeat your enemies while restoring your strengths.

If you choose the wrong strategy, you may be utterly destroyed. Even so, the King will revive one of your characters, as in Dragon Warrior. For this service you must give up half of your gold. To revive your allies you must also pay for this service at the House of Healing.

GATHER INFORMATION

All of the mysteries which lie before you can be solved by listening to what the people of the castles and towns have to say.

For example, after a long journey you may be astounded to find the chamber of Hargon. Because you have paid close attention to what you have been told, you should know what you should do next, for you are a descendant of Erdrick the Great!



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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Enix America Corporation ("Enix") warrants to the original consumer purchaser that this Enix Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period. Enix will repair or replace the PAK, at its option, free of charge.

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2. Notify the Enix Consumer Service Department of the problem requiring warranty service by calling: 1-800-233-ENIX (3649).
   Our Consumer Service Department is in operation from 9:00 A.M. to 6:00 P.M. Pacific Time, Monday through Friday.

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   Redmond, WA 98052-5516

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